

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	40	schema and ((synthetic or dummy) with (data or records)) and (database or data-base or "data base") and ((benchmark or benchmarking or test or testing) with performance)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/08/27 11:38
S2	3	schema and ((synthetic or dummy) with (data or records)) and (((benchmark or benchmarking or test or testing) with performance) with (database or data-base or "data base"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/29 13:50
S3	32	(generate or create) with ((test or synthetic) adj3 data) and (((benchmark or benchmarking or performance) with test) with (database or data-base or "data base"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/29 13:51
S4	63	((generate or create) with ((test or synthetic) adj3 data) and ((benchmark or benchmarking or performance) with (database or data-base or "data base")))) not S3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/29 13:52
S5	146	((generate or create) with ((test or synthetic) adj3 data) same (database or data-base or "data base")) not (S3 and S4)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/29 13:52
S6	41	schema and ((synthetic or dummy) with (data or records)) and (database or data-base or "data base") and ((benchmark or benchmarking or test or testing) with performance)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/04/17 18:08
S7	3	schema and ((synthetic or dummy) with (data or records)) and (((benchmark or benchmarking or test or testing) with performance) with (database or data-base or "data base"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/04/17 18:08
S8	36	(generate or create) with ((test or synthetic) adj3 data) and (((benchmark or benchmarking or performance) with test) with (database or data-base or "data base"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/04/17 18:08

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S9	64	((generate or create) with ((test or synthetic) adj3 data) and ((benchmark or benchmarking or performance) with (database or data-base or "data base"))) not S8	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/04/17 18:08
S10	166	((generate or create) with ((test or synthetic) adj3 data) same (database or data-base or "data base")) not (S8 and S9)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/04/17 18:08
S11	43	schema and ((synthetic or dummy) with (data or records)) and (database or data-base or "data base") and ((benchmark or benchmarking or test or testing) with performance)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/29 13:51
S12	3	schema and ((synthetic or dummy) with (data or records)) and (((benchmark or benchmarking or test or testing) with performance) with (database or data-base or "data base"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/29 13:51
S13	43	(generate or create) with ((test or synthetic) adj3 data) and (((benchmark or benchmarking or performance) with test) with (database or data-base or "data base"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/29 13:51
S14	79	((generate or create) with ((test or synthetic) adj3 data) and ((benchmark or benchmarking or performance) with (database or data-base or "data base"))) not S13	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/29 13:52
S15	204	((generate or create) with ((test or synthetic) adj3 data) same (database or data-base or "data base")) not (S13 and S14)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/03/29 13:52
S17	1	("6790143").PN.	USPAT	OR	OFF	2007/08/27 11:40

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random number seeded by user input

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Results 1 - 10 of about 183,000 for random number seeded by user input. (0.15 seconds)

### Coding Horror: Computers are Lousy Random Number Generators

But even something as seemingly **random** as **user input** can be predictable; not all environmental sources are suitably **random**.. True **random numbers** are ...

[www.codinghorror.com/blog/archives/000728.html](http://www.codinghorror.com/blog/archives/000728.html) - 55k -

[Cached](#) - [Similar pages](#) - [Note this](#)

### Guess a random number - HaskellWiki

{- A simple 'guess the **random number**' game: - this demonstrates a use of I/O ... is I/O oriented: getting **user input**, -- and small wrappers to display stuff ...

[www.haskell.org/haskellwiki/Guess\\_a\\_random\\_number](http://www.haskell.org/haskellwiki/Guess_a_random_number) - 30k -

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### Digg - Israeli scientists: Linux random number generator is insecure

doesn't the **random number** generator in linux get **seeded** with **user input**, ie there is no way to predict how users move the mouse or what hd reads are going ...

[digg.com/linux\\_unix/Israeli\\_scientists:\\_](http://digg.com/linux_unix/Israeli_scientists:_)

[Linux\\_random\\_number\\_generator\\_is\\_insecure](#) - 73k -

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### Method for secure generation of a random number in a gaming system ...

A game server coupled to the client monitors receives the **user input** from .... the RNG is "re-seeded" and a new sequence of **random numbers** is generated and ...

[www.freepatentsonline.com/20060020648.html](http://www.freepatentsonline.com/20060020648.html) - 32k -

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### Method, apparatus and system for resistance to side channel ...

1, a PRNG 10 receives as **input** a seed 12 and an optional **user input** 14. .... [0033]

True **Random Number** generators may include a **seeded** True **Random Number** ...

[www.freepatentsonline.com/20060104443.html](http://www.freepatentsonline.com/20060104443.html) - 44k -

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### QBASIC Chapter 7 - Random Number Generation

Once the **random number** is **seeded** in a program, there is no need to keep on ... the programmer enter them with a DATA statement, or the **user INPUT** them. ...

[westcompsci.pima.edu/cis100/basic-07.html](http://westcompsci.pima.edu/cis100/basic-07.html) - 15k - [Cached](#) - [Similar pages](#) - [Note this](#)

### Generating random numbers in C++ - GameDev.Net Discussion Forums

1) That doesn't really add more randomness if the **input** isn't **random**. ... but since a **random number** generator should only be **seeded** when it's constructed or ...

[www.gamedev.net/community/forums/topic.asp?topic\\_id=412709](http://www.gamedev.net/community/forums/topic.asp?topic_id=412709) - 99k -

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### Network Working Group D. Eastlake, 3rd Request for Comments: 1750 ... - 7:58am

It is to obtain **random input** from a large number of uncorrelated sources and .....  
**user** typing timing, hardware **random number** generation, or other sources. ...  
[www.ietf.org/rfc/rfc1750.txt](#) - 73k - [Cached](#) - [Similar pages](#) - [Note this](#)

[ONLamp.com -- Secure Programming Techniques, Part 4](#) - 7:58am  
The rand( ) **random number** generator is **seeded** with the function srand( ) . .... from  
many **random** sources, such as network interrupts, **user input**, ...  
[www.onlamp.com/pub/a/onlamp/excerpt/PUIS3\\_chap16/index4.html?page=2](#) - 37k -  
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[From pck@netcom.com Mon Dec 4 15:25:06 PST 1995 Article: 46971 of ...](#)  
Once you've got the **random number** generated **seeded** properly, ... a simple and  
effective way to feed the **user input** into the hash function is to just use all ...  
[www.cs.berkeley.edu/~daw/rnd/rsaref-bug](#) - 4k - [Cached](#) - [Similar pages](#) - [Note this](#)

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